

# E-906/Seaquest Report

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for the SeaQuest Collaboration



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After fixing Chamber 1, everything was running properly in the beginning of last week.

- Target ✓.
- Chambers ✓.
- DAQ ✓.
- Hodoscopes ✓.
- New HV values were assigned to some hodoscopes → higher efficiency.

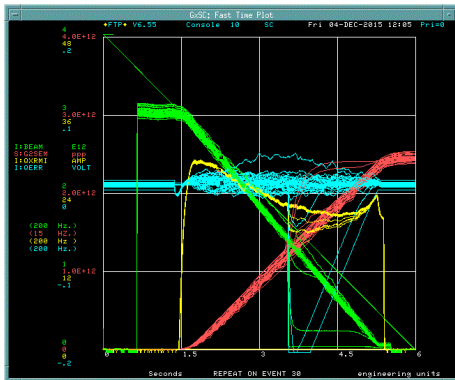
## Some few issues.

Towards the end of the week...

- DAQ decoder wasn't recording data:
  - Restarted it → working now ✓.
- Scaler DAQ decoder stopped:
  - Needed to reboot the computer a few times.
  - Possibly a problem of root library incompatibilities.

# Chamber 1 broken again?

- On Friday we received 2 abnormal spills.
- While each spill usually takes 4s, these spills came in milliseconds.



Tripped our chamber 1 right away. Most probably it was damaged.

## Chamber 1 broken again?

- Went channel by channel looking for the grounding connection.
- Found a culprit channel.
- How to know if it was broken or not? Open the chamber AGAIN?

# The Magic



Hammer the gas box to create a vibration and make the wires oscillate in a high frequency.

It worked! Grounding disappeared with the hit.

# The Magic



But it wasn't that fancy...

## Summary.

- Station 1 is back.
- Working on replacing a few burned fuses in Chamber 3 (dead channels appeared today).
- Investigating scaler DAQ decoder crashes.



# Summary.

- Station 1 is back.
- Working on replacing a few burned fuses in Chamber 3 (dead channels appeared today).
- Investigating scaler DAQ decoder crashes.
- We are hopeful we won't need to call The Avengers next time around (but we have them on hold just in case...).

